

Name	Original	New	
[PvP] Fireball	Cooldown: 10 seconds	Cooldown: 16 seconds	
[PvP] Bucking Blow	— Has a 80% chance of causing [Paralysis]	— Has a 80% chance of causing [Short Paralysis]	
[PvP] Firequake	— Has a 60% chance of causing [₩[PvP] Slightly Critical Burn]	— Has a 60% chance of causing [[PvP] Fatal Burn]	



Name	Original	New
	[REMOVED] — When you're defending, there's a 100% chance of receiving [[PvP] Orbiting]	

Gladiator

Name	Old	New	
[PvP] Shaky Status	[REMOVED] — [PvP] Hit rate of all attacks is decreased by 198 (Player Level * 2) — [PvP] Dodge is decreased by 198 (Player Level * 2)	— [PvP] Dodge is decreased by 198 (Player Level * 2)	
[PvP] Enormously Shaky Status	[REMOVED] — [PvP] Hit rate of all attacks is decreased by 396 (Player Level * 4) — [PvP] Damage received from melee attacks is increased by 10% — [PvP] Dodge is decreased by 396 (Player Level * 4)	— [PvP] Damage received from melee attacks is increased by 10% — [PvP] Dodge is decreased by 396 (Player Level * 4)	



Name	Description	Original
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[PvP] Imperturbable Mind	General Buff (Level 2) Duration: 600 seconds	General Buff (Level 2) Duration: 600 seconds
	— [PvP] Damage received is decreased by 20% — Maximum HP is increased by 20% of the user's base amount, however not above 10000 HP	— [PvP] Damage received is decreased by 20% — Maximum HP is increased by 15% of the user's base amount, however not above 10000 HP Side Effect: after 0.1 seconds — [PvP] The duration of caused debuffs is increased by 35%



Name	Old	New	
[PvP] Death Approaches	Cooldown: 14s Attack Range: 10 cell Target: Select One Mana: 50 mp — [PvP] Deals 85% of the user's plain attack stat plus an extra 250 as melee attack power — [PvP] Shadow energies are increased by 200 — Has a 50% chance of causing	Cooldown: 14s Attack Range: 10 cell Target: Select One Mana: 50 mp [NEW] — Has a 80% chance of invoking the combo [[PvP] Death Keeps Approaching] — [PvP] Deals 85% of the user's plain attack stat plus an extra 250 as melee attack power — [PvP] Shadow energies are increased by 200 — Has a 50% chance of causing Bled Out	

Name	Old	New	
Snake Instinct	Skill Cooldown: 120 seconds Buff duration: 120 seconds	Skill Cooldown: 120 seconds Buff duration: 120 seconds	
	— On attack, there's a 1/1/2/3/4/5/6/7/8/10% chance of causing [Neurotoxin] / [Neurotoxin (Level 2))]/[Neurotoxin (Level 3)] / [Neurotoxin (Level 4)]	— On attack, there's a 1/1/2/3/4/5/6/ <mark>8/12/20%</mark> chance of causing [Neurotoxin] / [Neurotoxin (Level 2))]/[Neurotoxin (Level 3)] / [Neurotoxin (Level 4)]	

Name	Original	New	
[PvP] Frost Champion Wings	— Every 4 attacks, [Unmatched] is received	— Every 2 attacks, [Unmatched] is received	